



James Turrell Light and Space
A Gallery Guide for Young People

Whitney Museum of American Art, New York

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Checklist for Light and Space

Check off each of the things listed below before you start on your adventure.

- Do you have a pencil?

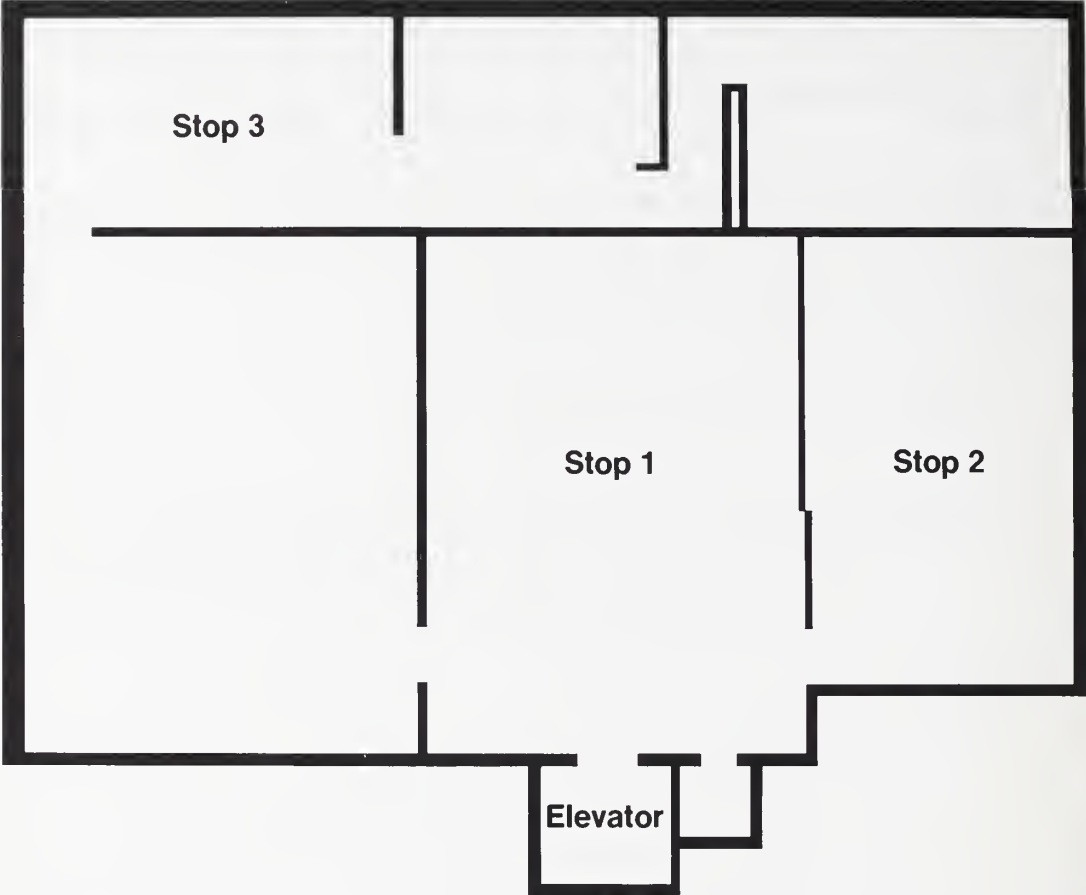
- Are your eyes ready to look?

- Two special words that you need to know:

Space: All the area around something.
You are standing in **space**.

Illusion: A false idea or image. If you put a straw in a glass of water, you have the **illusion** that the part of the straw that is in the water is larger than the part out of the water, although they are really the same size. (Try this at home.)

Floorplan



James Turrell Light and Space

You are about to explore six exciting spaces created by an artist named **Jim Turrell**. Use this book of gallery games to look and discover new things about light and space. Have fun!

Light is an element that allows us to see the world around us by entering our eyes. There are many different kinds of light. The two that we will see are **natural** and **artificial** light. Most **natural** light comes from the sun. **Artificial** light comes from a light bulb and is made by man. Circle the items below that give us **natural** light.

The Moon

A Candle

A Desk Lamp

Fireflies

Matches

A Television

A Fireplace

Look at the words that you **have not** circled. What kind of light do they give us?

Now we are ready to start. Look at the map on the opposite page and see where the first stop on the adventure is.

Stop 1: Laar

You are now standing in front of an artwork called *Laar*. You are now about to discover an illusion. Check the front of this booklet if you don't remember what an illusion is. Walk to where you got off the elevator. Now look into the space. What do you see?

Now move forward, but do not go all the way into the gallery. What does the space that you are now standing in look like? Draw a picture of it.

Circle the words below that remind you of what this part of the space feels like and looks like.

Foggy Thick Heavy Light Airy

What color is the space that you are now standing in?

Now walk all the way into the space. Surprise! What have you found?

Look through the hole in the wall and then draw a picture of what you see on the other side.

Do you think that *Laar* is an illusion? Why?

Stop 2: Raemar

The light object in this gallery is called *Raemar*. The light that shines from *Raemar* is _____ light. The other light object we have seen of this type was called _____. Walk to the back of the gallery and then very slowly move forward, towards *Raemar*. Inspect it in many different ways. Once you have done this, underline the words below that describe what *Raemar* looks like.

Floating

Solid

Thin

Thick

Foggy

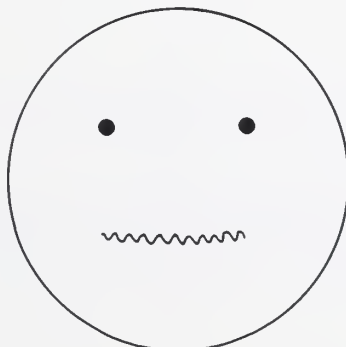
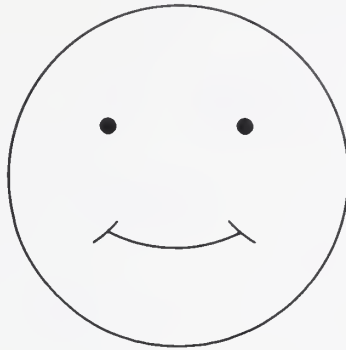
Disappearing

When an artist creates a work of art, he or she thinks about the **edges** of the work. **Edges** are the places where the work ends. Lots of things have **edges**: beds, tables, doors, walls. Look at the **edges** of *Raemar*. Do they look fuzzy? _____. You can make a lot of things look fuzzy around the **edges** by squinting your eyes so that they are almost closed, but are still open enough to see. Look at an object or person with your eyes squinted and see how they look. Squinting makes objects seem as if they do not end.

Before you leave this gallery, let's think about one other thing. What color is *Raemar*?

Look at the walls and floor to help you decide.

Color in the face that shows how *Raemar* makes you feel.



Stop 3: Afrum

The light object that you are now standing in front of is called *Afrum*. What shape is it? _____. While you are standing in place let's try to "feel *Afrum* with our eyes." Look very hard at the shape and then circle any of the words below that remind your eyes of *Afrum*.

Cold

Warm

Rough

Smooth

Thick

Thin

Soft

Hard

Hot

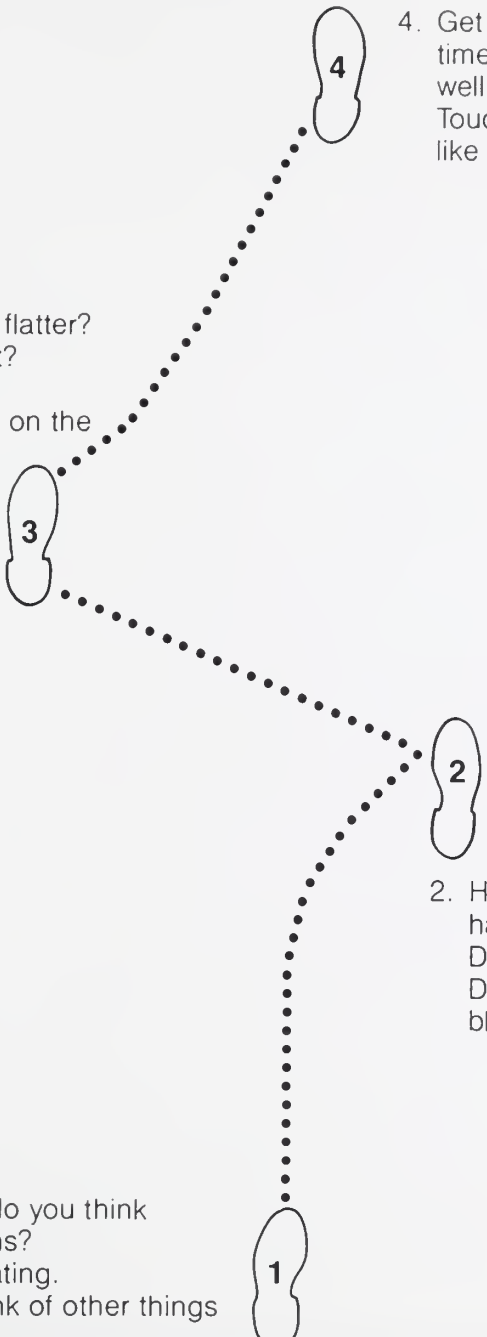
Bumpy

What kind of light is *Afrum* made of? natural artificial

Now walk to the back of the gallery and play "Follow the Footprints." The map of footprints is our treasure map to explore *Afrum* with. Right now you are standing in footprint # 1. Fill in the answers to # 1 and then go on to # 2.

Follow the Footprints

Each footprint on the map means that you are to move to that place in the gallery.



1. How much do you think *Afrum* weighs?
Afrum is floating.
Can you think of other things that float.

2. How many sides does *Afrum* have?
Does *Afrum* look different?
Draw the difference on the blank page.

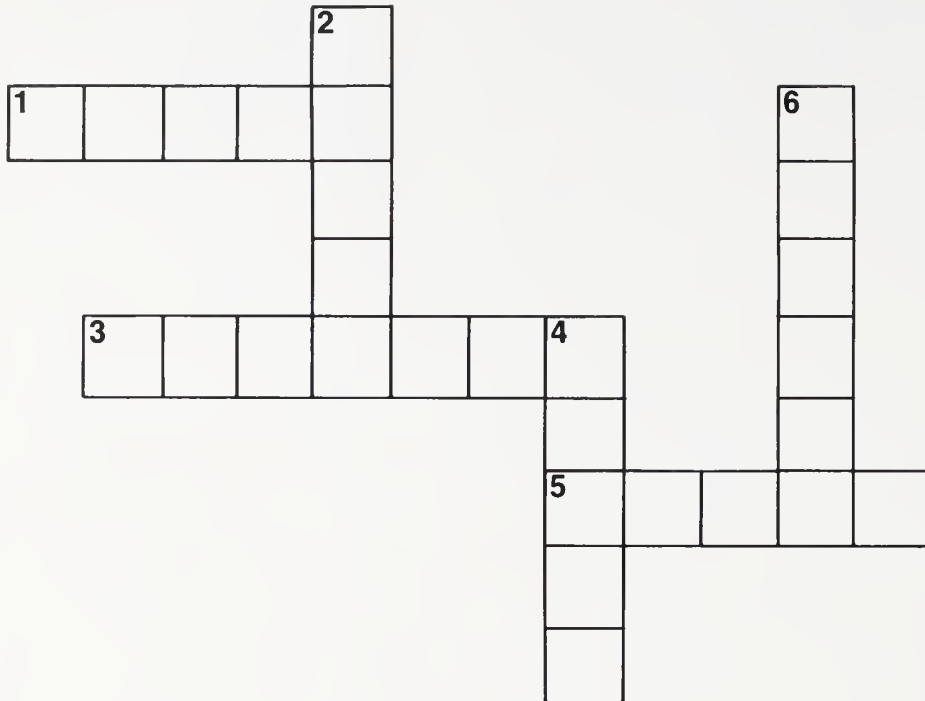
3. Does *Afrum* look flatter?
How is it different?
Draw the change on the blank page.

4. Get ready to feel again. This time feel with your hands as well as your eyes.
Touch *Afrum*. Does it feel like your eyes said it would?

Drawing Page

Drawing Page

Crossword



Clues

1. Open the _____ to let some air in.
2. Blue is the name of a _____.
3. The artist whose work you have just seen is Jim _____.
4. To see in the dark you turn on the _____.
5. The color _____ means "Go" at a traffic light.
6. The name of this shape □ is a _____.



Now that you have seen *Afrum*, *Raemar* and *Laar*, try to find the other light-filled spaces, and see how they are different. The names of the other three spaces are: *Decker*, *The City of Arhirit*, and *Wedgework 3*. If you are not sure of the name of the space, you can always find it on the label on the wall in the gallery.

Credits:

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